

Navy Learning



using

Simulations, Games & Open Source Software

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Simulations, Games, & Open Source Solutions

Emergent Navy Learning

Requirements:

- ~~Agility~~ – Object Level Sim Development, Storage, & Retrieval – Reu
- Flexibility – Repurposing Disparate Objects for Reconstitution – Sh
- Reliability – Object Version Control, NMCI/ILE Interoperability – D
- Portability – Plug-n-Play, Internet & Intranet, MMOG & HLA – Dis
- Sustainability – Standards, Neutral Framework, No Lock-in – Re

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Learning to Exploit Game Technologies:

- Opportunity – Exploit Successful Tools & Practices – Innovate
- Familiarity – Digital Media Rules! (TV, Satellite, Internet) – Comfort
- Mobility – Dynamic Delivery (Online Services, Wireless Comms) – Global
- Accessibility – 24/7 Always On (Telephone, TV, Radio, & the Web) – Ubiquitous
- Engage-ability – Reality TV, V-Games, Music & Sports, Web Activities

Young people are captivated by Web, Satellite, and Cellular T

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Leveraging Open Source Software:



“Open Source is about enhanced software quality, more efficient software development, and increased collaboration.” NASA Ames Research Center Technical Report NA-443



“Open Source is a development methodology...” Open Source Initiative (OSI)



Open Source Software. Department of Defense May 28, 2003 memorandum Open Source Software (OSS) provides guidance on the use of Open Source within the DoD.



Defense Information System Agency (DISA) recommends DoD promote the optimum use of Free & Open Source Software (FOSS).
MITRE Corp report Free and Open Source Software use on the Department of Defense

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Rationale for Open Source Solutions:

-  Rapid Evolution
-  Readily Available
-  Encouraging *Cheaper Better Faster* Software Evolution

There is a world of expertise out there; we ask their help, invite their part

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NETC Modeling, Simulation, & Game Strategy:

- Use Open Source as a method to achieve our goals
- Avoid product/vendor “Lock-in”
- Ensure interoperability and interconnectivity of learning objects
- Achieve cost reductions by repurposing existing assets & encouraging

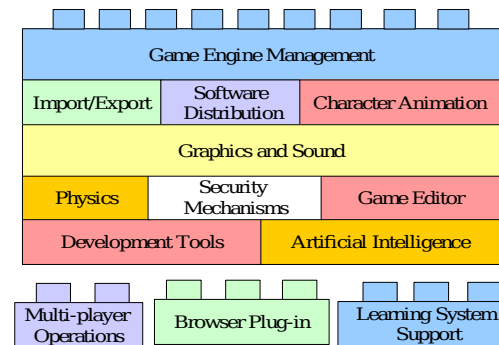
Collaboration is KEY to fostering continuous involvement from OSS communities.



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Modular Engine Design



Questions ?